

# Compendium of the Space Hulk missions

## Introduction

So you have played all of the missions from the mission book in your edition of Space Hulk and are looking for more? The 1<sup>st</sup> edition contains 6 missions, its expansions Deathwing 6, Genestealer 2 and Campaigns 24, the 2<sup>nd</sup> edition 18 missions and the 3<sup>rd</sup> edition 12 missions. Many missions for 1<sup>st</sup> and 2<sup>nd</sup> edition were also published in the magazine White Dwarf.

This document lists all missions for all editions of Space Hulk that were published in the base sets, the expansions and the White Dwarf. A few more missions were officially published in the magazine The Citadel Journal, these are not included in the document. They may be included in a later version of this file. This document is meant to show the players which missions were published and which set of board sections, counters and miniatures is needed for playing a mission. The good thing is that you can play many missions that were published for a specific edition of Space Hulk using the rules and the board sections and counters of a different edition. Sometimes you would have to add one or two counters or make some changes concerning the composition of the marine forces.

You can even mix the board sections of different editions, if needed. The board sections of all editions are compatible in form, you can connect them to each other without any problem. The board sections of the 1<sup>st</sup> and 2<sup>nd</sup> editions have the same thickness, those from the 3<sup>rd</sup> edition are significantly thicker. The additional board sections from the White Dwarf were printed on paper in the earlier editions and on thin cardboard in the later editions. The style of the graphics of the board sections and counters is different in all editions. The look of the board sections of 2<sup>nd</sup> and 3<sup>rd</sup> is half-way similar, although the board sections of the 3<sup>rd</sup> edition are much darker. The board sections and other items of the 1<sup>st</sup> edition look very different.

Although many missions are out of print for many for many years, you could still acquire them. Mission books of all editions are being offered on Ebay and you can also find issues of the White Dwarf there, although the older issues are rare. Many missions are also available in digital form, but all versions that I have seen so far violate copyright laws, because some of them use copies of the original graphics and all of them the original text.

This document includes a table with all missions and detailed information about them, a table with the content of all editions of Space Hulk and its expansions and finally some conclusions based on the content of the tables and suggestions which missions may be interesting for the owner of the different editions of Space Hulk.

I hope that you find it useful.

I thank Volker Matejka and Ian McCarthy for their help.

You may share this file as you like.

## Compendium of the missions

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
<b>Space Hulk 1.</b>									
<i>Sin Of Damnation</i>									
1. Suicide Mission	x			x	x				1 SG, 1 SMF, 3 SM
2. Exterminate	x			x	x				1 SG, 1 SMF, 3 SM
3. Rescue	x			x	x	1 C.A.T.			2 SG, 2 SMF, 6 SM
4. Cleanse and Burn	x			x	x				2 SG, 2 SMF, 6 SM
5. Decoy	x			x	x				2 SG, 2 SMF, 6 SM
6. Defend	x			x	x				2 SG, 2 SMF, 6 SM
<b>Deathwing</b>									
<i>Broken Knife's Duty</i>									
1. Alarm Call		x		x	(x)	2 bulkheads			1 Cap, 4 SM, 1 SG, 1 SMF
2. The Ship's Log		x			(x)	The Ship's Log			2 SG, 1 SMAC, 1 SMF, 6 SM
3. Seek And Retrieve		x				The Ship's Log, am- bush counters			2 SG, 1 Lib, 1 SMAC, 1 SMF, 1 SMLC, 1 SMTH, 3 SM
4. Regroup		x				3 bulkheads			1 Cap, 1 Lib, 1 SG, 1 SMF, 1 SMAC, 1 SMLC, 3 SM, 1 SMCF
5. C.A.T. Hunt		x				2 C.A.T.s	1 C.A.T. from base game		1 Cap, 1 SG, 1 SMF, 1 SMAC, 1 SMCF, 5 SM
6. The Unknown Lifeforms		x			(x) <sup>1</sup>	5 power field genera- tors, cryogenic tank			1 Cap, 1 SMAC, 1 SMF, 1 SMCF, 1 SM
<b>Genestealer</b>								P	
Behind Enemy Lines			x				ambush counters from DW	P	1 SG, 1 Lib, 1 SMF, 2 SM
The Final Assault			x				ambush counters from DW	P	2 Cap, 5 Lib, 1 SMAC, 1 SMF, 1 SMLC

<sup>1</sup> The cryogenic tank counter is missing.  
version 1.2 by Berthold Nüchter

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
<b>Campaigns</b>									
<i>The Last Stand</i> <sup>2</sup>								NP	
1. Break-In		x						NP	1 SG, 1 SMAC, 1 SMLC, 2 SM
2. The Generator		(x)				4 autofire counters, control panel (1x1)		NP	2 SG, 1 SMF, 1 SMTH, 6 SM
3. The Chapel		x						NP	1 SG, 1 SGPS, 1 SMAC, 1 SMF, 1 SMCF, 1 SMLC, 4 SM
4. The Last Stand			x					NP	1 Cap, 1 SG, 1 SMF, 1 SMTH, 1 SMCF, 1 SM
<i>Genestealer Invasion</i> <sup>3</sup>								P	
1. Ambush!			x				crates and rubble from DW and GS, ambush counters from DW	P	1 SG, 1 Lib, 1 SMAC, 1 SMLC, 1 SM
2. Regroup			x				crates and rubble from DW and GS	P	1 SGPS, 2 Lib, 1 SMTH, 1 SMF, 3 SM
3. Hammer And Anvil			x				ambush counters from DW	P	1 Cap, 1 SG, 2 Lib, 1 SMAC, 1 SMF, 1 SMCF, 1 SM
4. Search And Destroy		x					cryogenic tank from DW	P	1 SGPS, 1 Lib, 1 SMAC, 1 SMLC, 1 SM
5. Hold And Secure		x						P	1 Cap, 2 Lib, 1 SMF, 1 SMTH, 1 SMCF, 2 SM
6. Final Conflict			x				ambush counters from DW	P	1 Cap, 2 Lib, 1 SMAC, 1 SMF, 1 SMLC, 1 SMTH, 1 SMCF, 1 SM

<sup>2</sup> also published in White Dwarf 137 (including 4 autofire counters)

<sup>3</sup> also published in White Dwarf 133/135

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
<i>Necromunda</i> <sup>4</sup>								P	1 Cap, 2 SG, 2 SGPS, 7 Lib, 4 SMAC, 3 SMF, 3 SMLC, 2 SMTH, 2 SMCF, 7 SM
1. First Blood		(x)			(x)	2 rooms 2x2 with 1 exit		P	
2. No Way Out			x				3 pitfall shadow counters from DW	P	
3. Killing Ground			x					P	
4. Interrogation		(x) <sup>5</sup>				4 autofire counters, control panel (1x1)	1 door	P	
5. Divide & Conquer			x				crates and rubble from DW and GS	P	
6. Poison!			(x)			2 nerve gas counters	ambush counters from DW	P	
<i>Sentinel V</i>								P	
1. Docking Bay			x				crates from DW and GS	P	1 Cap, 1 SGPS, 1 SG, 3 Lib, 2 SMAC, 2 SMF, 1 SMCF, 1 SMLC, 3 SM
2. Strike Force			(x)			2 rooms 2x2 with 1 exit	3 pitfall shadow counters from DW	P	1 Cap, 2 SG, 3 Lib, 2 SMAC, 2 SMF, 1 SMCF, 1 SMLC, 1 SMTH, 2 SM
3. Counter-Attack			(x)			1 room 2x2 with 1 exit	ambush counters from DW	P	up to 1 Cap, 1 SGPS, 2 SG, 4 Lib, 3 SMAC, 2 SMF, 1 SMCF, 1 SMLC, 2 SMTH, 3 SM
4. The Patriarch		x					ambush counters from DW	P	up to 1 Cap, 2 SGPS, 3 SG, 6 Lib, 4 SMAC, 3 SMF, 2 SMCF, 2 SMLC, 2 SMTH, 5 SM

<sup>4</sup> also published in White Dwarf 138 (including 2 rooms 2x2 with 1 exit, 4 autofire counters and 2 nerve gas counters)

<sup>5</sup> The missing door seems to be an error in this mission.

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
Contract Revoked <sup>6</sup>		x					Traitor Marines: 1 Cap, 1 SG, 3 SMAC, 2 SMF, 8 SM		1 Cap, 3 SG, 1 SMF, 2 SMAC, 1 SMLC, 1 SMTH, 11 SM
Pitfall <sup>7</sup>	(x) <sup>8</sup>	(x) <sup>9</sup>		(x) <sup>10</sup>	(x) <sup>11</sup>		2 disposal chutes, 1 ladder, 6 pitfalls, all from DW <sup>12</sup> , 2 doors		1 SG, 1 SMF, 3 SM
Delaying Action <sup>13</sup>	(x) <sup>14</sup>	x		(x) <sup>15</sup>	(x)	5 bulkheads			1 Cap, 1 Lib, 1 SMAC, 1SMF, 1 SMCf
Denzark's Hammer <sup>16</sup>	(x) <sup>17</sup>	x		(x) <sup>18</sup>	x				2 Tactical Squads in Power Armour with special weapons

<sup>6</sup> also published in White Dwarf 121

<sup>7</sup> also published in White Dwarf 114 (including 2 disposal chutes, the counters for 1 ladder, 6 pitfalls, 2 rubble counters (2x1) and 3 rubble counters (1x1))

<sup>8</sup> 2 disposal chutes, 1 ladder and 6 pitfalls are missing, but are included in White Dwarf 114. Also 2 doors are missing (This seems to be an error in the mission).

<sup>9</sup> 2 doors are missing (This seems to be an error in the mission).

<sup>10</sup> 2 doors are missing (This seems to be an error in the mission).

<sup>11</sup> 2 doors are missing (This seems to be an error in the mission). The missing pitfalls can be replaced by ladders.

<sup>12</sup> White Dwarf 114 includes 2 disposal chutes, the counters for 1 ladder, 6 pitfalls, 2 rubble counters (2x1) and 3 rubble counters (1x1).

<sup>13</sup> also published in White Dwarf 115 (including a room 3x3, 4 exits, plasma grenade and crack grenade counters and – most probably - 5 bulkheads). The board layout is deficient, it uses too many corridors 3x1, but it can be build with some other corridor sections.

<sup>14</sup> You need a room 3x3, 4 exits, and bulkheads for this mission, which are missing in SH 1., but are included in White Dwarf 115.

<sup>15</sup> You need a room 3x3, 4 exits, and 5 bulkheads for this mission, SH 2. is missing the room and 1 bulkhead, but these items included in White Dwarf 115.

<sup>16</sup> also published in White Dwarf 120 (including offset crossroad and 6 frag grenade counters)

<sup>17</sup> You need the board sections offset crossroad and a room 3x3, 4 exits, for this mission, which is missing in SH 1., but included in White Dwarf 120 (crossroad) and White Dwarf 115 (room).

<sup>18</sup> You need the board sections offset crossroad and a room 3x3, 4 exits, for this mission, which is missing in SH 1., but included in White Dwarf 120 (crossroad) and White Dwarf 115 (room).

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
<b>White Dwarf</b> <sup>19</sup>									
<i>Wolf Lair</i>						4 board sections, 5 pitfall and pitfall dummies counters, 7 barricades (4 1x1, 2 2x1, 1 3x1)			published in WD 147
1. Under Attack			(x)			1 board section		P	1 SG, 1 SGPS, 1 Lib, 1 SMF, 1 SMAC, 1 SMLC, 1 SMTH, 3 SM
2. To The Rescue			(x)			2 board sections, 5 pitfalls and pitfall dummies	blind grenades from Campaigns, ambush counters from DW	P	1 SG, 1 SGPS, 1 Lib, 1 SMAC, 1 SMF, 1 SMLC, 4 SM
3. Barricades		(x)				3 board sections, 7 barricades		P	1 Cap, 1 Lib, 1 SMF, 1 SMCF, 1 SM
4. Breakthrough			(x)			2 board sections			1 SG, 1 Lib, 1 SMAC, 1 SMTH, 1 SM
5. To The Death			(x)			1 board section	rubble from DW, Magus	P	variable
<i>Strike Deep</i>						4 board sections, 3 2-sided computer terminals, plasma grenades with proximity fuses, 2 nerve gas, computer panel 3x1, generator		P	published in WD 149
1. Entry Point		(x)			(x)	2 board sections	1 board section from WD 147	P	2 Squads with at least 1 Lib, composition varies
2. A Need For Power		(x)			(x)	1 board section, 1 computer panel 3x1	1 board section from WD 147, ambush counters and 4 pitfall shadow counters from DW	P	2 Squads with at least 1 Lib, composition varies
3. Deep Down		(x)			(x)	2 board sections	2 board sections from WD 147	P	2 Squads with at least 1 Lib, composition varies

<sup>19</sup> missions for the 1st edition  
version 1.2 by Berthold Nüchter

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
4. The Race		(x)			(x)	3 board sections, 3 2-sided computer counters	1 board section from WD 147	P	2 Squads with at least 1 Lib, composition varies
5. Pull Back		(x)				2 board sections, plasma grenades with proximity fuses	3 board sections from WD 147	P	3 Squads with up to 12 Marines, composition varies
6. Air Generator		(x)				3 board sections, 1 generator 2x2, 2 nerve gas counters	3 board sections from WD 147	P	up to 14 Marines, composition varies
<i>Return To Kalidus</i>									published in WD 158
1. A Quest For Power	x			x	x				1 SGPS, 1 SMACCF, 1 SMF, 1 SMCF, 1 SM
2. Honour Bound	x			x	x				1 SGPS, 1 SMACCF, 1 SMF, 1 SMCF, 1 SM
3. Terminus	x			x	x				1 SGPS, 1 SMACCF, 1 SMF, 1 SMCF, 1 SM
<b>Space Hulk 2.</b>									
<i>Sin Of Damnation</i>									
1. Suicide Mission <sup>20</sup>	x			x	x				1 SGPS, 1 SMF, 3 SM
2. Exterminate <sup>21</sup>	x			x	x				1 SGPS, 1 SMF, 3 SM
3. Rescue <sup>22</sup>	x			x	x	1 C.A.T.			2 SGPS, 2 SMF, 6 SM
4. Cleanse & Burn <sup>23</sup>	x			x	x				2 SGPS, 2 SMF, 6 SM
5. Decoy <sup>24</sup>	x			x	x				2 SGPS, 2 SMF, 6 SM
6. Defend <sup>25</sup>	(x)			x	(x)	1 toxin canister			2 SGPS, 2 SMF, 6 SM

<sup>20</sup> identical to mission 1 in Space Hulk 1.

<sup>21</sup> nearly identical to mission 2 in Space Hulk 1.

<sup>22</sup> identical to mission 3 in Space Hulk 1.

<sup>23</sup> nearly identical to mission 4 in Space Hulk 1.

<sup>24</sup> identical to mission 5 in Space Hulk 1.

<sup>25</sup> nearly identical to mission 6 in Space Hulk 1.

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
<i>Spawn of Execration</i>									
1. Break Through	x			x	x				1 SGPS, 1 SMF, 3 SM
2. Forge Ahead	x			x	x				2 SGPS, 2 SMF, 6 SM
3. Regroup		x		x	x				1 SGPS, 1 SMF, 5 SM
4. Capture		x		x	x	hulk archive counter			2 SGPS, 2 SMF, 6 SM
5. Sabotage	(x)	(x) <sup>26</sup>		x	(x)	damping controls 1x1, 3 bulkheads			2 SGPS, 2 SMF, 6 SM
6. Race Against Time		x		x	x				1 SGPS, 1 SMF, 5 SM
<i>Harbinger of Despair</i>									
1. Seize & Secure		x		x	(x)	4 bulkheads			2 SGPS, 2 SMF, 6 SM
2. Menace		x		x	x				2 SGPS, 2 SMF, 6 SM
3. Data Download		x		x	(x)	4 bulkheads			2 SGPS, 2 SMF, 6 SM
4. Isolate		(x)		x	(x)	computer console 3x1			2 SGPS, 2 SMF, 6 SM
5. Annihilate		x		x	x				2 SGPS, 2 SMF, 6 SM
6. Retribution		(x)		x	(x)	airpump system (2x2), 2 toxic canisters			2 SGPS, 2 SMF, 6 SM
<b>White Dwarf<sup>27</sup></b>									
<i>Defilement of Honour</i>						5 air ducts			published in WD 197
1. Stop The Tide		(x)		(x)	(x)	5 air ducts			2 SGPS, 2 SMF, 6 SM
2. Shut Down		(x) <sup>28</sup>		(x) <sup>29</sup>	(x)	5 air ducts	3 bulkheads		2 SGPS, 2 SMF, 6 SM
3. Take Control		(x)		(x)	(x)	5 air ducts			2 SGPS, 2 SMF, 6 SM

<sup>26</sup> The damping controls counter is missing.

<sup>27</sup> missions for the 2nd edition

<sup>28</sup> The air ducts are missing.

<sup>29</sup> The air ducts are missing.



	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
<i>Bringer Of Sorrow</i>						5 board sections			published in WD 199
1. Pierce The Darkness		(x) <sup>30</sup>		(x) <sup>31</sup>	(x) <sup>32</sup>	5 board sections, 2 C.A.T.s	1 C.A.T. from base game, 3 bulkheads		2 SGPS, 2 SMF, 6 SM
2. Knowledge Is Power		(x) <sup>33</sup>		(x) <sup>34</sup>	(x) <sup>35</sup>	5 board sections, 2 C.A.T.s	1 C.A.T. from base game		2 SGPS, 2 SMF, 6 SM
3. Deathbringer		(x)		(x)	(x)	5 board sections			2 SGPS, 2 SMF, 6 SM
<i>Fangs Of Fenris</i>									published in WD 200
1. Trap The Foe		x		x	(x)		4 bulkheads		2 SG, 2 SMF, 2 SMAC, 2 SMCF
2. Counter-Attack		x		x	x				2 SG, 2 SMF, 2 SMAC, 2 SMCF
3. Annihilate!		x		x	x				2 SG, 2 SMF, 2 SMAC, 2 SMCF
<i>Duty And Honour</i>						1 board section			published in WD 201
1. Veil Of Darkness		(x) <sup>36</sup>		(x) <sup>37</sup>	(x)	1 board section	1 bulkhead		2 SGPS, 2 SMF, 6 SM
2. To Kill The Beast		(x)		(x)	(x)	1 board section			2 SGPS, 2 SMF, 6 SM
3. Back From Darkness		(x) <sup>38</sup>		(x) <sup>39</sup>	(x)	1 board section	1 bulkhead		2 SGPS, 2 SMF, 6 SM
<i>The Fate Of The Sword Of Halycon</i> <sup>40</sup>									published in WD 203
1. Impact		(x)		(x)	(x)				2 SGPS, 2 SMF, 6 SM
2. Salvage The Bridge		(x)		(x)	(x)				2 SGPS, 2 SMF, 6 SM
3. Shut Down		(x)		(x)	(x) <sup>41</sup>		4 bulkheads		2 SGPS, 2 SMF, 6 SM

<sup>30</sup> The special items of the magazine are missing.

<sup>31</sup> The special items of the magazine are missing.

<sup>32</sup> The special items of the magazine and 3 bulkheads are missing.

<sup>33</sup> The special items of the magazine are missing.

<sup>34</sup> The special items of the magazine are missing.

<sup>35</sup> The special items of the magazine are missing.

<sup>36</sup> The special board section is missing.

<sup>37</sup> The special board section is missing.

<sup>38</sup> The special board section is missing.

<sup>39</sup> The special board section is missing.

<sup>40</sup> A second set of any of the base games is necessary for all missions of this campaign.

<sup>41</sup> 4 bulkheads are missing.

	SH 1.	SH 1. + DW	SH 1. + DW + GS	SH 2.	SH 3.	special items (included)	special items (ex- cluded)	Hyb	Marine Force
4. Purify		(x)		(x)	(x)				2 SGPS, 2 SMF, 6 SM
5. Inner Sanctum		(x)		(x)	(x)				2 SGPS, 2 SMF, 6 SM
<b>Space Hulk 3.</b>									
<i>The Sin Of Damnation</i>									
1. Suicide Mission <sup>42</sup>	x			x	x				1 SGPS, 1 SMF, 3 SM
2. Exterminate <sup>43</sup>	x			x	x				1 STH, 1 SMAC, 1 SMCF, 2 SM
3. Rescue <sup>44</sup>	x			x	x				1 SGPS, 1 SMF, 1 SGTH, 1 SMAC, 1SMCF, 5 SM
4. Cleanse & Burn <sup>45</sup>	x			x	x				1 SGPS, 1 SMF, 1 SGTH, 1 SMAC, 1SMCF, 5 SM
5. Decoy <sup>46</sup>	x			x	x				1 SGPS, 1 SMF, 1 SGTH, 1 SMAC, 1SMCF, 5 SM
6. Alarm Call <sup>47</sup>		x			x				1 Lib, 1 SMLC, 1 SGPS, 1 SMF, 3 SM
7. The Artefact <sup>48</sup>		(x)			x	Artefact, Dead Space Marine On Throne			1 Lib, 1 SMLC, 1 SGPS, 1 SMF, 3 SM
8. Escape Route <sup>49</sup>		(x)			x	Artefact			1 Lib, 1 SMLC, 1 SMF, 2 SM
9. Regroup <sup>50</sup>		x			x				1 Lib, 1 STH, 1 SMCF, 1 SMF, 1 SMLC, 1 SMAC, 3 SM
10. Defend <sup>51</sup>	x			x	x				1 SGPS, 1 SMF, 1 SMLC, 3 SM, 1 SGTH, 1 SMAC, 1SMCF
11. Unknown Lifeforms <sup>52</sup>					x	5 Power Field Generators			1 Lib, 1 SGPS, 1 SMF, 1 SMAC, 1 SMLC

<sup>42</sup> very similar to mission 1 in Space Hulk 1, identical layout of the board

<sup>43</sup> nearly identical to mission 2 in Space Hulk 1.

<sup>44</sup> very similar to mission 3 in Space Hulk 1, nearly identical layout of the board

<sup>45</sup> nearly identical to mission 4 in Space Hulk 1.

<sup>46</sup> nearly identical to mission 5 in Space Hulk 1.

<sup>47</sup> very similar to mission 1 in Deathwing, identical layout of the board

<sup>48</sup> very similar to mission 2 in Deathwing, identical layout of the board

<sup>49</sup> very similar to mission "Delaying Action" in Campaigns and White Dwarf 115

<sup>50</sup> nearly identical to mission 4 in Deathwing

<sup>51</sup> very similar to mission 6 in Space Hulk 1, identical layout of the board

<sup>52</sup> nearly identical to mission 6 in Deathwing

12. Pitfall <sup>53</sup>	(x)	(x) <sup>54</sup>		(x)	x	6 Ladders (top and bottom)			1 Lib, 1 SGPS, 1 SMAC, 1 SMLC
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#### Explanation:

The first column contains the names of the boxes, book or magazine (in bold letters), the names of the campaigns (in cursive letters) and the names of the missions.

The columns two to six indicate which set of board sections and counters is appropriate for playing a specific mission. A “x” indicates that you can play that mission with a specific set of board sections and counters. A “(x)” indicates that you can play that mission with a specific set of board sections and counters but are missing some counters, board sections or other items. The missing items are those listed in columns seven and eight, unless indicated otherwise in a column or footnote.

Column seven contains special items that are needed for playing a specific mission and are included in the box, book or magazine that contains that mission. In a row with the name of a campaign this

column can also contain the special items that are included with a specific campaign that was published in the White Dwarf magazine. Column eight contains special items that are needed for playing a specific mission and are not included in the box, book or magazine that contains that mission.

Column nine indicates if you need the miniatures and rules for Genestealer Hybrids with or without psychic powers for playing a specific mission or campaign. These rules and miniatures are only included in the expansion Genestealer.

Column ten contains the composition of the Marine Force that is meant to be used for a specific mission. In a row with the name of a campaign this column can also contain the information in which issue of a magazine a campaign or mission was published.

#### Abbreviations:

DW: Deathwing

GS: Genestealer

WD: White Dwarf (English edition)

Hyb: Genestealer Hybrids

P: Psyker Hybrids (Genestealer Hybrids with psychic powers)

NP: Non-psyker Hybrids (Genestealer Hybrids without psychic powers)

Cap: Space Marine Captain with Storm Bolter, Power Sword and Grenade Launcher

<sup>53</sup> very similar to mission Pitfall in Campaigns/White Dwarf 114

<sup>54</sup> The 6 ladders can be replaced by up to 6 pitfalls and 1 ladder.

Lib: Space Marine Librarian  
SG: Space Marine Sergeant with Storm Bolter and Power Glove  
SGPS: Space Marine Sergeant with Storm Bolter and Power Sword  
SGTH: Space Marine Sergeant with Thunder Hammer and Storm Shield  
SMF: Space Marine with Heavy Flamer and Power Glove  
SMAC: Space Marine with Assault Cannon and Power Glove  
SMACCF: Space Marine with Assault Cannon and Chain Fist  
SMLC: Space Marine with Lightning Claws  
SMTH: Space Marine with Thunder Hammer and Storm Shield  
SMCF: Space Marine with Storm Bolter and Chain Fist  
SM: Space Marine with Storm Bolter and Power Glove

It is not necessary to use the same types of Space Marines as intended for the mission.

You can exchange Sergeants with and without Power Sword without unbalancing the mission. Space Marines with Heavy Flamer and Assault Cannon are comparable as well. Space Marines with Storm Bolter and Power Glove, Storm Bolter and Chain Fist, Thunder Hammer and Lightning Claws are also roughly comparable, although exchanging Space Marines with close combat weapons and those with ranged combat weapons will change the style of the game. A Captain with Storm Bolter, Power Sword and Grenade

Launcher could be replaced by a Space Marine with a Heavy Flamer or Assault Cannon.

Some of the campaigns were also published in the german edition of the White Dwarf. *Defilement of Honour* was published as *Hort des Grauens* in White Dwarf 10 and 11, *Bringer Of Sorrow* as *Bote der Apokalypse* in White Dwarf 12 and *Fangs Of Fenris* as *Die Fänge von Fenris* in White Dwarf 14. The missions and cardboard extras are identical.

## Comparison of the content of all editions of Space Hulk and its expansions

### Board sections and counters:

	1. Edition	2. Edition	3. Edition	Deathwing	Genestealer	1. Ed.+Exp.	Campaigns
Corridor 1x1		2	2	4		4	
Corridor 2x1	4	4	8	3		7	
Corridor 3x1	6	6	6	1		7	
Corridor 4x1	4	4	4			4	
Corridor 5x1	4	4	4			4	
Dead-End 1x1	5	4	4			5	
Crossroad	6	6	8	1		7	
T-Junction	8	8	8			8	
Corner Section	6	6	6	2		8	
Disposal Chute			2	2		2	
Entry Area / End Piece		4	4				
Room 3x3, 1 Exit	1	1	2			1	
Room 3x3, 2 opposing Exits			1	1		1	
Room 3x3, 2 adjacent Exits	3	3	3			3	
Room 3x3, 3 Exits	2	2	2			2	
Room 3x3, 4 Exits			1	1		1	
Room 4x3, 1 Exit			1				
Offset Crossroad			1	1		1	
Room 5x5, 2 opposing Exits				1		1	
Corridor 4x3, 1 open side, 1 Exit				2	2	4	
Corridor 3x3, 2 open sides, 2 Exits				1	1	2	
Corridor 3x3, 2 open sides					1	1	
Corridor 4x3, 2 open sides					1	1	
Corridor 3 wide, T-Junction					1	1	
Corner 3 wide					1	1	
End of Corridor 2x3					1	1	
Room 2x2, 1 Exit							2
Door	20	20	20			20	
Bulkhead		4		5		5	5

	1. Edition	2. Edition	3. Edition	Deathwing	Genestealer	1. Ed.+Exp.	Campaigns
Ship's Log / Hulk Archive Counter		1		1		1	
C.A.T.	1	1	1	2		3	
Cryogenic Tanks (3x2)				1		1	
Crate 1x1				2	4	6	
Crate 2x1				1		1	
Crate 2x2				1		1	
Rubble 1x1				3		3	
Rubble 2x1				2		2	
Ladder (top and bottom)			6	1		1	
Pitfall (top and bottom)				6		6	
Power Field Generator Blip			5	5		5	
Toxin Canister/Nerve Gas Counter		2					2
Damping Controls Counter (1x1)		1					
Computer Console Counter (3x1)		1					
Computer Console Counter (1x1)							1
Airpump System Counter (2x2)		1					
Dead Space Marine On Throne			1				
Blood Angels Artefact			1				
Auto Fire Counters							4
Flamer Marker	12	24	6			12	
Overwatch/Jam Counter	8	8	10			8	
Guard Counter			10				
Psi-Barrier			1				
Command Points Counter	6	1	6			6	
Space Marine Control Marker			10				
Genestealer-Entry Point			21				
Control Panel Board		1					
Turn Counter		1					
Mission state display			1				
Psi Counter			1				
Ammunition Counter			1				
Sand Timer			1				

	1. Edition	2. Edition	3. Edition	Deathwing	Genestealer	1. Ed.+Exp.	Campaigns
Die (d6)	5	4 (1 red, 3 blue)	5			5	
Shooting Die		2					
Jam Die		1					
Geo Tile				10	3	13	
Psychic Suit Track with marker					1	1	
Psychic Combat Card					44	44	
Psychic Area Effect Template					12	12	
Plasma Gun Counter					4	4	
Melta Bomb Counter							10
Blind Grenade Counter							10
Frag Grenade Counter							10
Plasma Grenade Counter							10
Assault Cannon Counter							10
Assault Cannon Reload							5
Heavy Flamer Reload		2					5

## **Miniatures:**

### **1. Edition:**

2 Space Marines with heavy flamer, 8 Space Marines with storm bolter and power glove, 2 of them are meant to be used as Sergeants, 20 Genestealers

### **Deathwing:**

4 Space Marines with storm bolter and power glove, 8 Genestealers

### **Genestealer:**

5 Space Marine Librarians, 10 Genestealer Hybrids with different weapons

### **2. Edition:**

2 Space Marine Sergeants with storm bolter and power sword, 2 Space Marines with heavy flamer, 6 Space Marines with storm bolter and power glove, 20 Genestealers

### **3. Edition:**

1 Librarian, 1 Space Marine Sergeant with storm bolter and power sword, 1 Space Marine Sergeant with thunder hammer, 1 Space Marine with heavy flamer, 1 Space Marine with assault cannon, 1 Space Marine with lightning claws, 1 Space Marine with storm bolter and chain fist, 5 Space Marines with storm bolter and power glove, 1 Broodlord, 22 Genestealers

## **Blips:**

1. Edition: 8 x 1, 4 x 2, 9 x 3

Deathwing: 8 Ambush Counters (2 x blips, 4 x False Alarm, 2 x 1)

Genestealer: 2 x 4, 2 x 5, 2 x 6, A, B, C, D, E, F, G, H, I, J

2. Edition: 3 x 0, 9 x 1, 3 x 2, 9 x 3, 1 x 4, 1 x 5, 1 x 6

3. Edition: 9 x 1, 4 x 2, 9 x 3



## Conclusions and Suggestions

By analysing this data you find out which missions from all sources can be played with the different editions and expansions.

*If you have just the base set of the 1st edition:*

The base set includes the campaign Sin of Damnation with 6 missions.

The mission Pitfall from WD 114 can be played as well, as the magazine contains the necessary extra items.

It would also be possible to play the mission Delaying Action from WD 115. The magazine contains the necessary extra board section and other items. You may play it with two standard squads instead of the command squad for achieving a balanced game.

The mission Denzark's Hammer is also playable. You should choose the version published in WD 120, as it contains the necessary extra board section and other items. The mission may be balanced with 2 standard squads.

You could also play the missions 1 – 3 of the campaign Return To Kalidus, published in WD 158. The missions may be balanced with 2 standard squads.

You could also play the missions 1 and 2 from the campaign Spawn of Execration from the mission book of the 2<sup>nd</sup> edition. Mission 5 is playable if you add some counters.

So there are not many additional missions that you can play with just the base set of the 1<sup>st</sup> edition and the older WD 114, 115 and 120 are hard to find. In total only up to 15 missions are playable with the base set of the 1<sup>st</sup> edition. If you are really looking for more missions you should consider buying a copy of Deathwing as this will expand your possibilities very much.

*If you have the base set of the 1<sup>st</sup> edition and the expansion Deathwing:*

You can play the 6 missions of the base set 1<sup>st</sup> edition, the 6 missions of Deathwing and from the expansion Campaigns the missions Pitfall, Delaying Action and Denzark's Hammer. There are many missions from Campaigns and the White Dwarf which could be played with the board sections and counters from Deathwing but are meant to be played with Genestealer Hybrids and the psychic combat rules from Genestealer. You would have to significantly change these missions if you want to play them just with Deathwing.

You could also play the missions 1 – 3 of the campaign Return To Kalidus, published in WD 158.

You can play all 18 missions of the 2<sup>nd</sup> edition, but the first 6 are already included in the 1<sup>st</sup> edition base set.

You can also play all 12 missions from WD 197, 199, 200 and 201.

The 5 missions from WD 203 are playable if you have a second base set.

From the mission book of the 3<sup>rd</sup> edition most missions have already been published before in a similar or nearly identical way in the base set and Deathwing, but the missions 8 and 12 are of interest, if you don't own Campaigns or WD 114/115.

This gives you at least 42 missions or even 47, if you have a second base set. The expansion Campaigns is not really worth buying, if you don't own or want to use the rules from Genestealer.

*If you have the base set of the 1<sup>st</sup> edition and the expansions Deathwing and Genestealer:*

All 76 different missions from all editions and issues of the WD would be playable, if you just add a few items. You could play 5 more missions from WD 203, if you have a second base set.

*If you have just the 2<sup>nd</sup> edition:*

You could play all missions from the mission book of the 1<sup>st</sup> edition, but these are included in the mission book of the 2<sup>nd</sup> edition anyway.

You could also play mission 1 from Deathwing but would have to adapt the composition of the marine forces.

The mission Pitfall from WD 114 can be played as well, as the magazine contains the necessary extra items.

It would also be possible to play the mission Delaying Action from WD 115. The magazine contains the necessary extra board section and other items. You may play it with two standard squads instead of the command squad for achieving a balanced game.

The mission Denzark's Hammer is also playable. You should choose the version published in WD 120, as it contains the necessary extra board section and other items. The mission may be balanced with 2 standard squads.

You could also play the missions 1 – 3 of the campaign Return To Kalidus, published in WD 158. The missions may be balanced with 2 standard squads.

You can play all 18 missions of the 2<sup>nd</sup> edition.

You can play the 3 missions in WD 197, the 3 missions in WD 199 and the 3 missions in WD 201, using the extra items in these magazines.

You can play the 3 missions in WD 200.

You can play the 5 missions in WD 203, if you have a second set of the 2<sup>nd</sup> edition. You could play the missions 1 – 5 and 10 from the

mission book of the 3<sup>rd</sup> edition, but these are included with only little differences in the mission book of the 2<sup>nd</sup> edition anyway.

Many additional campaigns were published for the 2<sup>nd</sup> edition in the White Dwarf. A few missions for 1<sup>st</sup> edition from older White Dwarf magazines are of interest as well. The expansions for 1<sup>st</sup> edition are hardly useful, if you want to play by the rules of the 2<sup>nd</sup> edition.

This gives you up to 37 missions or even 42, if you have a second base set.

*If you have just the 3<sup>rd</sup> edition:*

You could play all missions from the mission book of the 1<sup>st</sup> edition, but these are included with only little differences in the mission book of the 3<sup>rd</sup> edition anyway.

Missions 1, 2, 4 and 6 from Deathwing have already been adapted for the 3<sup>rd</sup> edition mission book.

From the expansion Campaigns most missions use wide board sections from Deathwing and/or Genestealer and are not playable without these. Mission 1 from the campaign Necromunda is meant to be played with Genestealer hybrids and psykers and therefore can't be played without massive changes. The missions Pitfall and Delaying Action were already adapted for the mission book of the 3<sup>rd</sup> edition. Denzark's Hammer is playable, you just have to adapt the composition of the marine forces. Denzark's Hammer can also be found in WD 120.

The missions from the campaign Strike Deep from WD 149 would only be playable with significant changes because the missions are meant to be played with Genestealer hybrids and psykers and the rules for psychic combat from the expansion Genestealer.

You could also play the missions 1 – 3 of the campaign Return To Kalidus, published in WD 158. The missions may be balanced with 2 squads.

From the mission book of the 2<sup>nd</sup> edition all 18 missions are playable but the 6 missions from the first campaign are included with

only little differences in the mission book of the 3<sup>rd</sup> edition anyway. For some missions of the mission book of the 2<sup>nd</sup> edition you would need additional counters for bulkheads, computers etc.

You can play the 3 missions in WD 197, the 3 missions in WD 199 and the 3 missions in WD 201, using the extra items in these magazines. For some missions you would have to add some bulkheads.

You can play the 3 missions in WD 200, adding some bulkheads for one of them.

You can play the 5 missions in WD 203, if you have a second set of the 3<sup>rd</sup> edition and add some bulkheads for one of them.

Last but not least the mission book of the 3<sup>rd</sup> edition contains 12 missions.

I suggest that you create 5 bulkheads, because they are needed for many of the listed missions and look for the missions of the mission book of the 2<sup>nd</sup> edition and the campaigns for 2<sup>nd</sup> edition in WD 197, 199, 200, 201 and 203. From 1<sup>st</sup> edition the missions in WD 120 and 158 are of interest.

This gives you 40 missions which don't need to be changed significantly, or even 45, if you have a second base set.